1. Record Nr. UNINA9910746100503321

Autore	Wang Ning
Titolo	Artificial Intelligence in Education. Posters and Late Breaking Results, Workshops and Tutorials, Industry and Innovation Tracks, Practitioners, Doctoral Consortium and Blue Sky : 24th International Conference, AIED 2023, Tokyo, Japan, July 3–7, 2023, Proceedings / / edited by Ning Wang, Genaro Rebolledo-Mendez, Vania Dimitrova, Noboru Matsuda, Olga C. Santos
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-36336-1
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (855 pages)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1831
Altri autori (Persone)	Rebolledo-MendezGenaro DimitrovaVania MatsudaNoboru SantosOlga C
Disciplina	006.3
Soggetti	Artificial intelligence Database management Data mining Application software User interfaces (Computer systems) Human-computer interaction Education—Data processing Artificial Intelligence Database Management Data Mining and Knowledge Discovery Computer and Information Systems Applications User Interfaces and Human Computer Interaction Computers and Education
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Our Interactions Between AI and Education: Broadening Our Perspective on What AI Can Offer Education -- Computational Models of Learning:

Deepening Care and Carefulness in AI in Education -- Towards the Future of AI-augmented Human Tutoring in Math Learning -- Empowering Education with LLMs - the Next-Gen Interface and Content Generation -- Conducting Rapid Experimentation with an Open-source Adaptive Tutoring System -- Workshop on AI Education in K-12 -- Tutorial: Educational Recommender Systems -- Equity, Diversity, and Inclusion in Educational Technology Research and Development -- AI and Educational Policy: Bridging Research and Practice -- Automated assessment and guidance of project work -- How to Open Science: Promoting Principles and Reproducibility Practices within the Artificial Intelligence in Education Community -- AI and Education. A view through the lens of human rights, democracy and the rule of law. -- AI in Education. Coming of Age. The Community Voice -- TUTORIAL: Designing, Building and Evaluating Intelligent Psychomotor AIED systems (IPAIEDS@AIED2023) -- Intelligent Textbooks -- AI to Support Guided Experiential Learning -- An Automated Approach to Assist Teachers in Recommending Groups of Students Associated with Collaborative Learning Techniques using Learning Paths in Virtual Learning Environments -- Structures in Online Discussion Forums: Promoting Inclusion or Exclusion? -- Assessment in Conversational Intelligent Tutoring Systems: Are contextual embeddings really better? -- A Recommendation System for Nurturing Students' Sense of Belonging -- Desirable Difficulties? The Effects of Spaced and Interleaved Practice in an Educational Game -- Evaluating a conversational agent for second language learning aligned with the school curriculum -- EngageMe: Assessing Student Engagement in Online Learning Environment Using Neuropsychological Tests -- Exploring the Effects of "AI-generated" Discussion Summaries on Learners' Engagement in Online Discussions -- Building Educational Technology Quickly and Robustly with an Interactively Teachable AI -- Investigating the impact of the mindset of the learners on their behaviour in a computer-based learning environment -- Leave No One Behind - A Massive Online Learning Platform Free For Everyone -- Innovative Software to Efficiently Learn English through Extensive Reading and Personalized Vocabulary Acquisition -- A Student-Teacher Multimodal Interaction Analysis System for Classroom Observation -- Rewriting Math Word Problems to Improve Learning Outcomes for Emerging Readers: A Randomized Field Trial in Carnegie Learning's MATHia -- Automated Essay Scoring Incorporating Multi-level Semantic Features -- Promising Long Term Effects of ASSISTments Online Math Homework Support -- Using Decomposed Prompting to Answer Questions on a Course Discussion Board -- Consistency of Inquiry Strategies Across Subsequent Activities in Different Domains -- Improving the Item Selection Process with Reinforcement Learning in Computerized Adaptive Testing -- The Role of Social Presence in MOOC Students' Behavioral Intentions and Sentiments Toward the Usage of a Learning Assistant Chatbot: A Diversity, Equity, and Inclusion Perspective Examination -- Audio Classifier for Endangered Language Analysis and Education -- Quantifying Re-Engagement in Minecraft -- Teamwork Dimensions Classification Using BERT -- Data augmentation with GAN to improve the prediction of at-risk students in a virtual learning environment -- Prediction of Students' Self-Confidence Using Multimodal Features in an Experiential Nurse Training Environment -- Learning from Auxiliary Sources in Argumentative Revision Classification -- Exploring the Effect of Autoencoder Based Feature Learning for a Deep Reinforcement Learning Policy for Providing Proactive Help -- Who and How: Using Sentence-level NLP to Evaluate Idea Completeness -- Comparing Different Approaches to

Generating Mathematics Explanations Using Large Language Models -- Analyzing Response Times and Answer Feedback Tags in an Adaptive Assessment -- Enhancing the Automatic Identification of Common Math Misconceptions Using Natural Language Processing -- User Adaptive Language Learning Chatbots with a Curriculum -- Learning about circular motion of celestial bodies with interactive qualitative representations -- Desirable Difficulties? The Effects of Spaced and Interleaved Practice in an Educational Game -- GPTutor: a ChatGPT-powered programming tool for code explanation -- The Good and Bad of Stereotype Threats: Understanding Its Effects on Negative Thinking and Learning Performance in Gamified Tutoring Systems -- Practice of Tutoring Support System Based on Impasse Detection for Face-to-Face and On-demand Programming Exercises -- Investigating Patterns of Tone and Sentiment in Teacher Written Feedback Messages -- Performance by Preferences – An Experiment in Language Learning to argue for Personalization -- Emotionally Adaptive Intelligent Tutoring System To Reduce Foreign Language Anxiety -- Amortised Design Optimization for Item Response Theory -- Early Prediction of Student Performance in Online Programming Courses -- Classifying Mathematics Teacher Questions to Support Equitable and Inclusive Mathematical Teaching -- Multimodal Task-Based Language Learning System with Personalization and Dynamic Adaptation -- Bayesian Analysis of Adolescent STEM Interest Using Minecraft -- Automatic Slide Generation Using Discourse Relations -- RoboboITS: a Simulation-Based Tutoring System to Support AI Education through Robotics -- Towards analyzing psychomotor group activity for collaborative teaching using neural networks -- Warming up the Cold Start: Adaptive Step Size Method for the Urnings Algorithm -- Gamiflow: A Flow Theory-Based Gamification Framework for Learning Scenarios -- Using large language models to develop readability formulas for educational settings -- A quantitative study of NLP approaches to question difficulty estimation -- Learning from AI: An Interactive Learning Method Using a DNN Model Incorporating Expert Knowledge as a Teacher -- AI Cognitive - Based Systems Supporting Learning Processes -- Modeling problem-solving strategy invention (PSSI) in an online math learning environment -- A SHAP-inspired method for computing interaction contribution in deep knowledge tracing -- Analyzing Users' Interaction with Writing Feedback and Their Effects on Writing Performance -- Annotating Educational Dialog Act with Data Augmentation in Online One-on-one Tutoring -- Improving Comprehension of Program Examples through Automatic Assessment and Scaffolding of Self-Explanations -- Using Transformer Language Models to Provide Formative Feedback in Intelligent Textbooks -- Utilizing Natural Language Processing for Automated Assessment of Classroom Discussion -- It's Good to Explore: Investigating Silver Pathways and the Role of Frustration during Game-based Learning -- Ghost in the machine: AVATAR, a prototype for supporting student authorial voice -- Evaluating Language Learning Apps for Behaviour Change Using the Behaviour Change Scale -- Evaluating the Rater Bias in Response Scoring in Digital Learning Platform: Analysis of Student Writing Styles -- Generative AI for learning: Investigating the potential of learning videos with synthetic virtual instructors -- Virtual Agent Approach for Teaching the Collaborative Problem Solving Skill of Negotiation -- How Useful are Educational Questions Generated by Large Language Models? -- Towards Extracting Adaptation Rules From Neural Networks -- A Support System to Help Teachers Design Course Plans Conforming to National Curriculum Guidelines -- Predicting Student Scores Using Browsing Data and Content Information of

Learning Materials -- Preserving Privacy of Face and Facial Expression in Computer Vision Data Collected in Learning Environments -- Item difficulty constrained uniform adaptive testing -- "A Fresh Squeeze on Data": Exploring Gender Differences in Self-Efficacy and Career Interest in Computing Science and Artificial Intelligence among Elementary Students -- Simulating Learning From Language and Examples -- Learner Perception of Pedagogical Agents -- Using intelligent tutoring on the first steps of learning to program: affective and learning outcomes -- A Unified Batch Hierarchical Reinforcement Learning Framework for Pedagogical Policy Induction with Deep Bisimulation Metrics -- Impact of Experiencing Misrecognition by Teachable Agents on Learning and Rapport -- Nuanced Growth Patterns of Students with Disability -- Visualizing Self-Regulated Learner Profiles in Dashboards: Design Insights from Teachers -- Classification of brain signals collected during a rule learning paradigm -- Q-GENius: A GPT based modified MCQ generator for identifying learner deficiency -- Towards Automatic Tutoring of Custom Student-Stated Math Word Problems -- A Software Platform for Evaluating Student Essays in Interdisciplinary Learning with Topic Classification Techniques -- Automated Scoring of Logical Consistency of Japanese Essays -- Exercise Generation Supporting Adaptivity in Intelligent Tutoring Systems -- Context Matters: A Strategy to Pre-train Language Model for Science Education -- Identifying Usability Challenges in AI-based Essay Grading Tools -- Enhancing Engagement Modeling in Game-Based Learning Environments with Student-Agent Discourse Analysis.-Understanding the Impact of Reinforcement Learning Personalization on Subgroups of Students in Math Tutoring -- Automatic Assessment of Comprehension Strategies from Self-Explanations using Transformers and Multi-Task Learning -- Ensuring Fairness of Human- and AI-generated Test Items -- Deidentifying Student Writing with Rules and Transformers -- Comparative Analysis of Learnersourced Human-Graded and AI-Generated Responses for Autograding Online Tutor Lessons -- Using Similarity Learning with SBERT to Optimize Teacher Report Embeddings.

Sommario/riassunto

This volume constitutes poster papers and late breaking results presented during the 24th International Conference on Artificial Intelligence in Education, AIED 2023, Tokyo, Japan, July 3–7, 2023. The 65 poster papers presented were carefully reviewed and selected from 311 submissions. This set of posters was complemented with the other poster contributions submitted for the Poster and Late Breaking results track of the AIED 2023 conference. .